



BORIS THE SPIDER

A Journal of Duplicitous Doings,
 Raw Power, and Naked Greed
*"Oh, what a tangled web we weave
 When first we practice to deceive!"*
 --Sir Walter Scott--



VOLUME VII, #36

(#220)

10 Dec 03

HAPPY HOLIDAYS!

Ms Nar and Boris wish you and yours a Merry Christmas and a game filled New Year.

Congratulations go to Cary Nichols for winning in five turns our 5th game of KREMLIN.

We begin yet another game of HISTORY OF THE WORLD, "Prism", with Morrison, Zoddia, Anderson, Zieske, and Wilson. Still room for one or two. We'll run this mostly by e-mail as per usual. Please vote on optional rules (see website at Reference 1, or p 15).

We also start another game of AIR BARON with Copeland, Zoddia, Barrett, Nichols, and perhaps Fisher and one more (see website at Reference 1 or p 15).

IMMEDIATE GAME OPENINGS:

- CIRCUS MAXIMUS:** The red chariot is available
- DUNE:** The BGs are available. Their prediction will stand.
- TITAN:** The red legions are available, the black may be.
- Gunboat MACH:** Have three signed up.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "Failure is only postponed success as long as courage 'touches' ambition. The habit of persistence is the habit of victory." -- Herbert Kaufman

The 2004 Chattanooga Rail Gaming Challenge will be held January 16-18, 2004 at the Country Inn and Suites off Exit 5 of I-75. Gaming officially begins 0800 on Friday. Fee is \$25 before 1 Jan, \$30 at the door. See Reference 2 and p 11 for details.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) this month goes to Kevin Wilson for his DUNE article.

This month's Ms Nar Super-Sudsy Bomb goes to Laird Khaoz for delay of game.

REFERENCES:

1. <http://hometown.sol.com/prbolduc/boris/borishome.htm>
2. <http://home.highertech.net/~derrick/2004con.htm>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CST 9 Jan 04



RUSSIA COUNTERATTACKS! Peace Talks Continue! Spring 1908

XVI
2002C

MIRKWOOD: Russia has mounted a fierce counterattack to recapture his capital meanwhile sacking German-held Edinburgh. The arrival of an Italian fleet in the English Channel presents the Kaiser with an interesting tactical problem. He can forcibly expel the Tsarists from EDI or he can protect LON. Italy too has a choice of going for LON or supporting the trailing F WES into MID. Meanwhile there is a general westward flow of Italian units and Austrian fleets. Can an Austrian convoy be far behind?

VOTING: Both the A/R and A/R/I proposals fail. Newly proposed are a concession to Germany and an A/G draw.

TROOP MOVEMENTS:

Russia retreats A WAR to LVN and F SWE to BOT. Austria builds A VIE. Germany builds A BER, A MUN, and F KIE. Russia tears A ANK and A RUM.

AUSTRIA (R Fisher): A Con-Smy, F Aeg-Ion, A Bul-Gre, F Smy-Aeg, (A Boh S A Vie-Tril, A Ser-Bud, A Tri S A Vie-Trl, A Vie-Trl;

GERMANY (Anderson): A Pru-Lvn, A Bur S A Pie-Mar, (F Iri-Mid), A Den-Yor, A Bre S A Mar-Gas, F Nth C A Den-Yor, A Mar-Gas, A Pie-Mar, (A StP-MosIr-???), A War S A StP-Mos, F Bal S A Pru-Lvn, A Swe H, A Ber-Sil, (A Mun-Bohl, F Kie-Hol;

ITALY (Wilson): (A Spa-Mar), F Mid-Eng, (F Wes-Mid), A Tus-Pie, F Ven H, F Lyo S A Tus-Pie.

RUSSIA (Fowble): A Fin S A Mos-StP, F Bot S A Mos-StP, A Mos-StP, (A Lvn S A Mos-StP Ir-???), F Nwg-Edi;

German A STP must retreat oth or NWY. Russia A LVN must retreat oth or to MOS. Concessions to Germany and A/G are proposed.

Orders in brackets fail: CD = Civil Disorder, d = disbanded, NMR = no move received, NRR = no retreat received, nsu = no such unit, NVR = no vote received, oth = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered. See map and full transcript of game on the Website.

Due next time: Your votes on the proposals (NMR or NVR = Yes). Orders for retreats, and for Fall 1908 and Press.

EMBASSY BEAT

None. Shame, shame.

"If a man is called to be a street sweeper, he should sweep streets even as Michelangelo painted, or Beethoven composed music, or Shakespeare wrote poetry. He should sweep streets so well that all the hosts of heaven and earth will pause to say, here lived a great street sweeper who did his job well."

-Martin Luther King, Jr.



Sabres Battle Spring 1901

XVII
2003F

MINAS MORGUL: Other than Tsar David's aggressive southern advance, little is clear of the national strategies. Russia can force its way into GAL or try for RUM next season. A Franco-German clash can be expected over BEL and Russo-German over SWE. Italy's move to TUS is somewhat curious and may be a harbinger of anti-French things to come.

AUS: (Rick Copeland) A Bud-Ser, [A Vie-Gal], F Tri-Alb;

ENG: (Jack Shacklett) A Lpl-Edl, F Edi-Nwg, F Lon-Nth;

FRA: (Kevin Wilson) A Mar H, A Par-Pic, F Bre-Mid;

GER: (Rudy Zodda) A Ber-Kie, A Mun-Ruh, F Kie-Den;

ITA: (Ron Fisher) A Rom-Tus, A Ven H, F Nap-Ion;

RUS: (Dave Anderson) A Mos-Ukr, [A War-Gal], F Sev-Bla, F StPasc-Bot;

TUR: (Cary Nichols) A Con-Bul, A Smy-Ank, F Ank-Con.

Orders for Fall 1901 are due next time.

EMBASSY BEAT

Austria to all---The annual New Year Festivities will be held at the Royal Palace in Vienna again this year. All the crowned heads of Europe are invited as well as (shudder) the duly elected heads of state. A grand time will be enjoyed by all. Please leave your respective armies at home.

Austria to England---Greetings Admiral Jack. Please inform your fleet captains that our port of Trieste will be closed this fall. Seems that the port must be dredged to make room for the larger dreadnoughts we are constructing. We happily appreciate the tourism you can provide, but our fair city has nothing to compare with Venice or Constantinople. I am sure your fleets would be most welcomed in those harbors.

France to England: I certainly hope I do not see any fleets in ENG, as we agreed. I'd hate for us to get off on the wrong foot from the very beginning.

France to Italy: Greetings again neighbor. Here we go again. And look who's out east.

France to Austria: So, do you still think my take on the situation makes sense?

France to Germany: Let's not wait so long to get in a game together next time. 3 years is far too long.

France to Turkey: How come you never write? It hurts my feelings.

France to Russia: And I save the best for last. More of the same or, finally, a chance to make amends. I guess we won't know for a long time.



MACHIAVELLI

Milan Fades!

Fall 1514

2003 D

pw10

Ragnocetti: Milan continues his planned fade out, but not totally successfully. Four more minors fall into subjugation. Austria continues to take it on the chin. The French attempt at bribery fails spectacularly. The fun just doesn't stop here in Italia.

TROOP MOVEMENTS:

AUSTRIA (Wilson, 2d): A Trent B, A Cro-1st, [F Pal-TS,] A Mil S A Tyr, A Tyr S A Mil, F Mod H, [F TS-Nap], F GoN S F TS-Nap;

FRANCE (Scott, 20d): Buy Turkish F IS (-18d); fails since no French unit adjacent. A Mon-Pav, A Gen B, F Nap H, A Como S A Mon-Pav, A Mar-Pro, A Tur-Swi, [F IS-Dur]no;

MILAN (Cole, 0d): No units.

PAPACY (Anderson, 8d): A Pisa B, [A Bol-Man], A Cap S FRE F Nap, [F Aqu-Bari], [A Urb-Bol];

TURKEY (McConnell, 2d): A Bos-Cro, A Car S A Bos-Cro, F Dal H, A Rag B, A Sia-Aus, [F LA-Bari], F IS-Otr;

VENICE (Nichols, 15d): A Cre S A Ver-Man, A Ver-Man, F UA-Anc, F Ven-UA;

Autonomous: Gen(d), Luc, Man, Mon, Pio, Pisa(d), Rag(d), Sav, Sie, Trent(d).

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nso = not so ordered, nsu = no such unit, oth = off the board, otm = on the move, r-??? = must retreat oth or elsewhere.

Supply Chart: Variable income roll is "2".

AUS (2+25d): -aqu -AUS BARI -cap -car MES -NAP -otr PAL sal SAR TYR +carin +1st +Mil +Mod +Trent +Tur;

FRA (2+25d): AVI MAR pro SALZ +Gen +Nap +Pav +Swi;

MIL (0+5d): -CRE FER -MOD -PAV -SWI;

PAP (8+25d): -ANC BOL pat PER ROME spo urb Are Flo +aqu +cap +Pisa;

TUR (2+25d): ALB bos DUR her HUN TUN +car +Cro +Dal +Rag;

VEN (15+23d): ber -DAL fri lat PAD TRE VEN ver +Anc +Cre +man;

Autonomous: -Gen Luc Man Mon Pio -Pisa -Rag Sav Sie -Trent -Tur.

LEGEND: (Supply) All caps = Home cities, Capitalized = captured cities, all lower case = provinces.

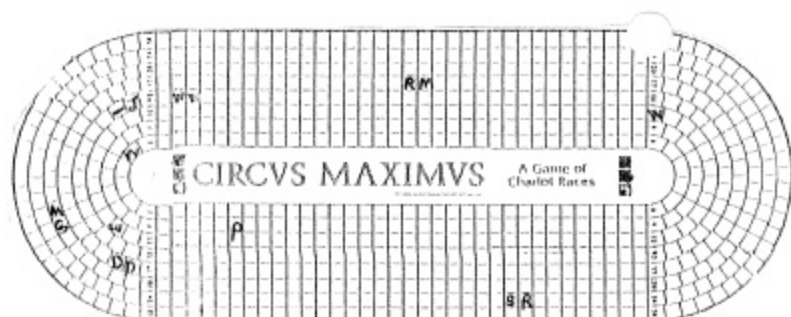
Orders for Spring 1515 are due next time. And Press. Ms Nar craves Press.

Game transcript and, if I get lucky with graphics, perhaps a game map are on the website. Got to fix my scanner again before I'll be able to get a decent scan of the conference map.

PRESS

France: so much money, what a gift! Thank you so very much and so many sweet units to buy. What Choice's!!! Will it be one of the 3 Aust army units, or one of his fleets, or one of the Turks fleets?

OK, then Mr Austria, I'll trust you one more time, and spend my money on the Turk's units instead of yours, but you better follow thru, or I'll trust you no more!



Willie Gets Aggressive!

THIRN XIV

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Red	Rufus Magnus (+2/7)	H	Y	0/0	5324	14	16	1/2
5-1	Green	Josephite (+2/9)	L	Y	0/0	7446	05	22	1/2
6-1	Blue	Sprintitus Rex (+2/8)	L	Y	0/0	7545	11	23	1/1
8-1	Orange	Maximus Gladius (0/6)	M	Y	3/0	7436	37	21	1/2
21-1	Yellow	Davidus Detroiti (+2/6)	L	Y	2/0	2444	12	16	1/2
120-1	Aqua	Whiplash Willie (+1/6)	M	Y	0/0	4435	08	17	1/2
	White	Minneotus (+1/4)	W	-	-/-	3536	17	17	1/2
	Purple		W	-	-/-	6325	39	16	1/2

Rufus (O'Hara): NMR/ 16, no whip. Ahead 16.

Whiplash (Zieske): 17, no whip. Ahead 8, attack MG cart-cart; MG accepts (11+1-0 = no effect).

Ahead 1, attack MG cart-horse; MG accepts (9 = 2 inj pt to #1 horse). Ahead 5, attack DD cart-cart; DD fails to evade (4+2 vs 6+1) but there is $(11 - 2+1) = 10$ no effect.

Sprinticus (Copeland): 23. No whip. Ahead 23.

Davidus (Dave A): 16, whip (2, -2 END), wheel check (8, OK). Whip WW; WW fails to evade (8+1 vs 8+2), lash attack 7+2 vs 9 = 0 column, 4 = B (-2 END). Ahead 1, corner strain at 1 over (12-2 = n/e -1 END, wheel check 8 = OK), ahead 16.

Minnesota (Kannek: *NMR*) M ahead 1, fails to escape (5), M ahead 1, escapes (4). Team: Ahead 17.

Josephie (R Fisher): 12, no whip. Ahead 3, out 1, ahead 3, out 1, ahead 2, out 1, ahead 1.

Maximus (York): 18, no whip. Wheel check (12 = OK). Ahead 7. Cornerstrain @ 1 over (4 = n/e; 1 END, wheel check: 4 = OK). Ahead 11.

Purple Team: 16. Ahead 16.

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Red	Rufus Magnus (+2/7)	H	Y	0/0	5324	14	16	1/2
5-1	Green	Josephite (+2/9)	L	Y	0/0	7446	05	22	1/1
6-1	Blue	Sprinticus (+2/8)	L	Y	0/0	7545	11	23	1/1
8-1	Orange	Maximus Gladious (0/6)	M	Y	3/0	5436	36	19	1/1
21-1	Yellow	Davidus Detroiti (+2/6)	L	Y	2/0	2444	09	16	1/1
120-1	Aqua	Whiplash Willie (+1/6)	M	Y	0/0	4435	06	17	1/2
	White		W	-	-/-	3536	17	17	1/1
	Purple		W	-	-/-	6325	39	16	1/1

See Website for map and transcript.



BRITANNIA

"Devon"

Turn XII



The Cast:

Blue: Kevin Wilson

Green: Rick Copeland

Purple: Rudy Zodda

Red: Peter Boyum

Board

Welsh (0.5): 3A @ Powys; 2A @ Clywd, Dyfed, Gwent, Gynnedd; 1A @ Cornwall, Devon.
 Brigantes (2.5): 3A @ Lothian, Strathclyde; 2A @ Galloway, Pennines; 1A @ Dunedin, Mar.
 Picts (2.5): 3A @ Dalrda; 2A @ Alban, Skye; 1A @ Hebrides.
 Caledonians (1.5): 2A @ Caithness, Orkneys.
 Irish (2.5): 2A @ Avalon, Cheshire, Hwicce.
 Norsemen (0.5): 2A @ Moray, 2R @ Atlantic, Irish.
 Dubliners: 2R Irish.
 Danes: 3A, Bros @ Lindsey; 2A @ S Mercia, York; 1A @ Essex, Kent, March, Suffolk.
 Jutes (2.5): 1A @ Sussex.
 Saxons (0): 2A, Alfred @ Wessex; 1A @ Downlands.
 Angles (1.5): 3A @ Bernicia, 2A @ N Mercia, Norfolk.

Score: Green 74.5, Red 65, Blue 46, Purple 40.

Angles (1.5): Grow 4 pp. Add 1A @ Bernicia. 2A @ Bernicia-Lothian (6,2:5,5,2 -2 Angles, -1 Brigantes).

TURN XIII

There is no King. Bretwalda may be elected. Blue casts 3 votes for the Angles. Red casts 7 votes for the Angles. Green casts 8 votes for the Angles. Angles are Bretwalda (+2 VP).

Welsh (0.5): Grow 4.5 pp. No one in force pool, so forfeits build. Holds.

Brigantes (2.5): Grow 4.5 pp. Add 1A @ Dunedin & Galloway. 1A Galloway-Cumbria.

Picts (2.5): Grow 2 PP. Add 1A @ ...

Score: Green 74.5, Red 65, Blue 48, Purple 40.

Board

Welsh (2): 3A @ Powys; 2A @ Clywd, Dyfed, Gwent, Gynnedd; 1A @ Cornwall, Devon.
 Brigantes (1): 3A @ Strathclyde; 2A @ Dunedin, Galloway, Lothian, Pennines; 1A @ Cumbria, Mar.
 Picts (2.5): 3A @ Dalrda; 2A @ Alban, Skye; 1A @ Hebrides.
 Caledonians (1.5): 2A @ Caithness, Orkneys.
 Irish (2.5): 2A @ Avalon, Cheshire.
 Norsemen (0.5): 2A @ Moray, 2R @ Atlantic, Irish.
 Dubliners: 5A, 2R Irish.
 Danes: 3A, Bros @ Lindsey; 2A @ North, S Mercia, York; 1A @ Essex, Kent, March, Suffolk.
 Jutes (2.5): 1A @ Sussex.
 Saxons (0): 2A, Alfred @ Wessex; 1A @ Downlands, Edgar @ ???.
 Angles (2.5): 2A @ Bernicia, N Mercia, Norfolk.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, !* = in melee, _#_ = attack by/against cav/legion

Current map and game transcript can be found on the website.



BRITANNIA

"Frisian"

Claudius Chuckus Invades!



The Cast:

- ♀ (Hanna): Romans, R-Bs, Norsemen, Norwegians
 ♂ (Anderson): Welsh, Jutes, Normans
 € (Buttita): Brigantes, Caledonians, Danes
 ♂ (Boyumi): Picts, Irish, Angles
 € (Frueh): Belgae, Scots, Saxons, Dubliners

Romans: 1st Wave: 2L Channel-Wessex (2,1:1; 4,5:1 -Belgae), 3L Channel-Wessex-Downlands (6,5,5:6 -1Belg -1L, +F), 2L English Channel-Sussex (1,6:5 -Belgae, +F), 2L Channel-Sussex-Essex (4,2:6; 3:2; 3:3; 4:1 -1L -1 Belgae +F), 2L Channel-Sussex-Essex-S Mercia (2,1:3 r-N Mercia), 4L Channel-Sussex-Essex-Suffolk (5,6,6,3:6 -1 each, +F). 2nd Wave: 2L Sussex-Essex-Suffolk-N Mercia, 2L Downlands-S Mercia-N Mercia (4,4,3,3:4,4 -2 Belgae, +F), 2L S Mercia-N Mercia-York (3,2:6 -1L Brigante r-Bernicia, 3L Suffolk-N Mercia-York-Pennines (4,3,2:1 Brigante r-Bernicia), 1L Wessex-Avalon (5:1 -1 Welsh +F), 1L Sussex-Kent (6,3: -1 Belgae +F), 1L Essex-Suffolk-Norfolk (1:3 Belgae r-Lindsey). Score 14 AVP.

Belgae: Grow 0.5 pp. Hold.

Welsh: Grow 5.5 pp. Add 1A @ Powys. 1A Hwicce-Gwent.

Brigantes: Grow 6.5. Add 1A @ Bernicia & Lothian. 4A Bernicia-York (5,3,1,1,4:2,1:1 r-Pennines, 2,1,6,5,2:2 -F), 1A Lothian-Bernicia-York, 1A Cumbria-Galloway, 1A Cheshire-Cumbria-Galloway, 1A March-Cheshire-Cumbria.

Picts: Grow 3.5 pp. Add 1A @ Moray. 2A Moray-Caitness, 1A Skye-Caitness (5,5,2:6 -1 Pict Caledonian r-Orkneys), 1A Alban-Skye, 1A @ Dunedin-Alban.

Caledonians: Grow 1 pp. Hold.

♂€♂€€: ♀(14), €(8), €(12), ♂(0), ♂(0)

TURN 33

Board:

Romans (A): 4A,F @ N Mercia; 4L,F @ Pennines; 1L,F @ Avalon, Kent, Norfolk; F @ Downlands, Essex, S Mercia, Suffolk, Sussex, Wessex.

Belgae (E, 0.5): 2A @ Lindsey.

Welsh (B, 2.5): 2A @ Gwent, Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwynedd.

Brigantes (C, 0.5): 5A @ York; 2A @ Galloway; 1A @ Cumbria, Lothian, Strathclyde;

Picts (D, 0.5): 2A @ Caitness; 1A @ Alban, Dalriada, Mar, Moray, Skye;

Caledonians (C, 1): 2A @ Orkneys; 1A @ Hebrides.

Romans: 2L Pennines-Bernicia(+F)-Lothian (3,1:5 r-Strathclyde), 1L Pennines-Lothian-Dunedin (+F), 3L N Mercia-York (5,4,1:6,4,4,3,2; 3,1:5,3,1; 4,2:6,4,1 -3 Brigantes, -2L, +6 CVP, 1L r-N Mercia), 1L Pennines-Cheshire(+F)-Cumbria (3:6 -1L +3 CVP), 1L Avalon-Hwicce(+F)-March(+F), 1L N Mercia-Lindsey, 1L Kent-Essex-Suffolk-Lindsey, 1L Norfolk-Lindsey (6,6,3:6,4 -2 Belgae, -1L +2 EVPI). Score 5 VP. Belgae are extinct.

♂€♂€€: ♀(19), €(15), €(8), ♂(0), ♂(0)

---Continued on p 8



DUNE

Turn 3 Spice Blow



ERRATA: Revival occurs after Spice Blow not after Combat. The Tanks totals have been corrected.

The Board:

ATREIDES (Nichols): 5T @ Arrakeen, 3T Imperial Basin, 2T @ Cielago North, 8R, 1S, 0C
BENE GESSERIT (O'Hare): 1T @ Carthag, Cielago North, Tueks Stetch, Imperial Basin, 10S, 15R, 1C
BENE TLEILAXU (Buttitta): 3C, 1S, Tr @ Habbanya Ridge Stetch
FREMEN (Barrett): 5T, 2* @ Stetch Tabr, 3T @ Red Chasm, 6S, 6R, 4C
GUILD (Anderson): 6T @ Tuek's Stetch, 14R, 17S, 2C
HARKONNEN (Wilson): 10T Carthag, 10R, 5S, 6C
LANSRAAD (R Fisher): 16R, 10S, 4C
 Spice: 2S @ Red Chasm.
 Storm: Sector 18
 Tanks: Lady J. Atreides 5T, Freemen 4T, Landsraad 4T, BG 1T

TURN 3 (cont)

3.2 Spice Blow: The first card is Shai-Hulud at Red Chasm, destroying the spice there. A plays "Karama" to cancel F's immunity (F 3T to the Tanks). We have another Nexus. No new alliances form; the G-F alliance is reconfirmed. Spice blows occur at Hagga Basin (6) and Minor Erg (6). The next Spice Card is _____.

3.3 Bidding: There are five cards available. They are alphabetically by type: _____.

Due next time are your orders for Bidding through Movement and, if there is no combat, through Turn 4 Spice Blow. Ms Nar craves Press. Transcript and map are posted on the website.

Press:

Harkonnen to Freemen: If you're so worried about my comfort and well being while visiting Carthag, then come join us and let us show you the hospitality of the slave pits on Geidi Prime! You should be welcomed entertainment in the arena.

"Frisian" (continued from p 7)

Board:

Romans (A): 2L, F @ Lindsey; 2L @ Lothian; 1L, F @ Durdin, March, N Mercia; F @ Avalon, Downlands, Essex, Kent, Norfolk; S Mercia, Pennines, Suffolk, Sussex, Wessex.
Welsh (B, 2.5): 2A @ Gwent, Powys; 1A @ Clwyd, Cornwall, Devon, Dyfed, Gwynedd.
Brigantes (C, 0.5): 2A @ Galloway, Strathclyde, York; 1A @ Cumbria;
Picts (D, 0.5): 2A @ Caithness; 1A @ Alban, Dalriada, Mar, Moray, Skye;
Caledonians (C, 1): 2A @ Orkneys; 1A @ Hebrides.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (') = in melee, _#_ = attack by/against cav/legion

Current map and game transcript can be found on the website.



TITAN

TWO NMRs!



Turn 6

COMBAT: At 19: Defender, Crescent Moon; Attacker, Dagger. Dagger wins, scoring 54 pts.
At 39: Defender, Eye of Sauron; Attacker, Crown. Await Defender Round 3.

SLAIN THIS TURN: Angel, Centaur(3), Cyclops(x3), Lion, Ogre.

THE BOARD:

Brown (Frueh), 6-4, 0 VP, dr=2: Spider 140 holds; Hourglass 140-138; Antlers 10-12; Tankard 141-41.

Blue (York), 6-4, 0 VP, dr=1: Batman 28-23, Trident 28-29, Anchor 25-26.

Gold (Bargender), 6-4, 0 VP, dr=1: Crown 39(?) 138.

Red (O'Hara), 7-4, 112 VP, dr=2: NMR: Bleeding Heart 36-38; Maltese Cross 42 holds.

Green (Rezzarday), 6-4, 54 VP, dr=1: Dagger 19-120; Fleur-de-Lis 134-33, Frog 134 holds.

Black (Khaoz), 6-4, 0 VP, dr=5: NMR: Eye of Sauron 39(?) holds; Poison Pen 104-141, Spiked Die 104 holds.

MUSTERED: Behemoth(x2), Centaur(x2), Cyclops, Gorgon, Ogre

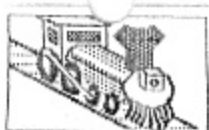
FORCE POOL: Archangels (6), Angels (13), Behemoths (16), Centaurs (7), Colossi (10), Cyclops (13), Dragons (18), Gargoyles (7), Giants (18), Gorgons (24), Griffons (18), Guardians (6), Hydra (10), Lions (24), Minotaurs (21), Ogres (10), Rangers (28), Serpents (10), Trolls (21), Unicorns (12), Warbears (21), Warlocks (4), Wyverns (18).

DEAD POOL: Centaurs(5), Cyclops(7), Gargoyles(4), Lion(1), Ogres(2).

Your Legions are:

Your Turn 7 die roll is: _____. Current masterboard and game transcript is on the website.

NOTE: The battle at Woods 39 continues. Should Gold win, he will move to 138. We may have to forfeit the battle to Gold if Black doesn't move soon.



FRUEH IS FREE

SR 1

FiF

PLAYER STATUS:

Zodda: \$480
Hanna: \$480
Boldue: \$480
Copeland: \$480
Zieske: \$480

SR 1

Zodda buys the SVRN (1-820).
Hanna bids \$165 on the C&A.
Boldue bids \$75 on D&H.
Copeland bids \$115 for the M&H.
Zieske bids \$170 on the C&A.
Zodda bids \$80 on the D&H.
Hanna bids \$120 on M&H.
Boldue bids \$225 on B&O.
Copeland bids \$175 for the C&A.
Zieske buys C&SL (1-840).

D&H: Boldue declines to bid further, so Zodda gets it for \$80.

M&H: Copeland bids \$125, Hanna passes. Copeland buys the M&H for \$125.

C&A: Zieske bids \$180, Hanna bids \$185, Copeland passes, Zieske ...

Boldue will get B&O for \$225.

Zodda ...

PLAYER STATUS:

Zodda: \$380, SVRN, D&H
Hanna: \$480 (\$185 on C&A)
Boldue: \$480 (\$225 on B&O)
Copeland: \$355, M&H
Zieske: \$440, C&SL (\$180 on C&A)

Age of Renaissance



Enlightenment VII

March 12th - 14th, 2004
Hunt Valley Inn, Hunt Valley, MD

A dedicated mini-con for the competitive play of *Age of Renaissance* in four swiss rounds. Enlightenment features six-player games using a special scoring system that encourages fast play and playing against the leader rather than settling for second. The result is usually that most of the field still has a shot at glory going into the last round.

8th Annual Chattanooga Rail Gaming Challenge

Country Suites, I-75 at exit 5 (Shallowford Rd.)

Chattanooga, TN

January 16-18, 2004

Entry Fee is only \$25 in advance, \$30 at the event



Come to the friendliest, longest running rail gaming convention in the southeast! This convention has been described as "Rail Gamer Heaven" and why not? We have three days of tournament gaming (four including informal Thursday gaming), more prizes than ever, one low entry fee with no separate event fees and a great venue with more convenience including a free airport shuttle. Call the hotel directly at 423/899-2300 and ask for the Chattanooga Rail Gaming Challenge discounted rate. Other lodging and restaurant options are nearby. Gamers of all skill levels are welcome. See who will claim the coveted (?) "It wasn't my fault award" for the first player bankruptcy! We will have a kick off event for the early birds on Thursday night where short German Style games will be featured and some kind of separate prize will be awarded. One day admissions are available and once again, all admission charges are waived for players from outside the US! We expect strong players from Europe again in 2004! The 18xx Grand Prix returns for fans of the 18xx series and a separate tournament for all other rail games will be conducted. An open gaming area will be available all weekend. Meet some new friends and play some great games! For more details see my web page below or email me for the latest details, we'd love to have you!

Mark Derrick/M&M Promotions
8601 Glenaire Drive
Chattanooga, TN 37416-1546

Email to: derrick@chattanooga.net

Telephone: 423-344-0638 (before 10:00 p.m. EST, please)

For info on the convention, see <http://home.chattanooga.net/~derrick/gaming.htm>

Info on our host hotel can be found at <http://www.countryinns.com>

Down
with the
King

Assassination Didn't Succeed!
Will This One?
Turns 14-15



Errata:

Oh, boy! Where to begin? First, Margaret ordered a play of a "Treachery" card that I missed which then caused the assassination to fail, negating the necessity to jettison faction. I also forgot that FARC Monarchs don't count against your faction total. We've conducted another game audit. Lotsa changes, mostly minor, some major. Biggest one is that Marge couldn't recruit Alan due to lack of PP so had to usurp with Anne. Still succeeded of course.

Turn 14 (concluded):

Scandal on Duke Marley (Status = 5+2): Scandal roll: 5 = Financial Irregularities, Lose half IP.
Accused of Wrongdoing: 5 < 7 = cleared.

Sir Guy's Counsel accusing Margaret of wrongdoing: The Sheriff modifies +1, Margaret, -1: 5 = Monarch is Pleased, +1 PP.

Margaret's Adultery charge: Scandal roll: 8 = Rumors Unsubstantiated

The Cast:

D&D Anderson: Lord Jeffrey (#23MC & 611, 3 IP, 29/14 PP, 12 cards, #51, #24(MC,H), #55(H)
A. Bargender: Duke James (#22, MC), 18 IP, 42/24 PP, 12 cards, #52(H) #12(H) #32, Catherine
Copeland: Marquise Margaret (#56), 1 IP, 74/19 PP, 12 cards, Phillip, #15, #46, #54, #31, #53,
#25, #41, #44, Jane, #36, Queen Anne, #65.

Fowble: Lord Robert (#16/62), 11 IP, 51/12 PP, 12 cards, #13(H), #45, #21, #11, #26, Almyer, #35,
#43, #34, #33, #66, #36, John.

York: Duchess Mary (#64), 12 IP, 33/23 PP, 12 cards, #63(H), #14, #42(H).

The Cabinet:

Monarch: Queen Anne, Mt (50 Support)

Navy: Lord Arthur (#36), Mt

State: Earl Duncan (#34), Ro

Trade: Duke Marley (#44), Mt

Epain: Sir Donald (#21), Ro

Sandarkan: Sir Guy (#12), Ja

City States: Sir Richard (#14), My

Consort: <Vacant>

High Minister: Duke Henry (#43), Ro

Army: Earl Francis (#33), Ro

Justice: Knight Dale (#25), Mt

Bezyan: Sir Michael (#15), Je

Cronos: Lord Perceval (#41), Mt

Treasury: Knight Simon (#31), Mt

Turn 15:

3. Political Problems: Knight Dale (Ability = 2) attempts to solve Treason & Conspiracy Trials (4-2 (Maggie & Judge)). Not solved.

4. Crown Event:

Townsmen Unrest: Duke Henry (Ability = 5), 5-1 (Margaret). Solved.

War with Epain: Earl Francis (Ability = 2) 5-2 (Margaret & General). Not Solved.

Monarch's support drops to 40.

5. Player Turns:

Margaret: Drew a card, 1 IP, Favor (+1 IP). Recruit Alan. Leave for vacation in Cronos.

James: Drew a card, 1 IP, Intrigue. Roll on Craft table (5+2 = Ordinary, Roll again. 7+2 =

Skilled +2 IP, +2 IP). Play "Assassination" to have the Sheriff attempt to assassinate Queen Anne.

We halt here to allow the players to aid or hinder the attempt on Good Queen Anne. Due next time are modifications of the assassination and any changes to Mary's, Robert's, and Jeffrey's orders.

The Cabinet:

Monarch: Queen Anne, Mt (40 Support)
Navy: Lord Arthur (#36), Mt
State: Earl Duncan (#34), Ro
Trade: Duke Marley (#44), Mt
Epain: Sir Donald (#21), H Ro
Sandarkan: Sir Guy (#12), Ja
City States: Sir Richard (#14), My

Consort: <Vacant>

High Minister: Duke Henry (#43), Ro
Army: Earl Francis (#33), Ro
Justice: Knight Dale (#25), Mt
Besyzan: Sir Michael (#15), Je
Cronos: Lord Perceval (#41), Mt
Treasury: Knight Simon (#31), Mt

The Cast:

D&D Anderson: Lord Jeffrey (#23MC & 61), 3 IP, 29/14 PP, 12 cards, #51, #24(MC,H), #55(H)
A. Bargender: Duke James (#22, MC), 20 IP, 44/26 PP, 12 cards, #52(H) #12(H) #32, Catherine
Copeland: Marquise Margaret (#56 Cronos), 3 IP, 74/19 PP, 12 cards, Phillip, #15, #46, #54, #31,
#53, #25, #41, #44, Jane, #36, Queen Anne, #65, Alan.
Fowble: Lord Robert (#16/62), 11 IP, 51/12 PP, 12 cards, #13(H), #45, #21, #11, #26, Almerey, #35,
#43, #34, #33, #66, #36, John.
York: Duchess Mary (#64), 12 IP, 33/23 PP, 12 cards, #63(H), #14, #42(H).

Table Modifiers

Table	James	Jeffrey	Marge	Mary Robert
Business Speculation	0	0	-1	0 0
Court Ball	0	0	+1	0 +2
Craft	+2	0	0	+2 -1
Fashion	+2	+1	-1	0 +2
Literary Pursuits	+2	+2	+1	+2 0
Patronage	-1	+1	+2	0 0
Socializing	0	0	0	0 -2

Counsels

Table	James	Jeffrey	Marge	Mary Robert
Court Ball	--	--	--	1,4 1,3
Foreign War	2	--	--	-- 2,3
Scandal	--	--	--	-- 4
Treason & Conspiracy Trials	3	--	--	-- 1,3



**BARBAROSSA
TO BERLIN**



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- *Barbarossa to Berlin*
- *Wilderness War*
- *For the People*
- *Paths of Glory*
- *Hannibal*



KREMLIN REDS Win!



CAST (in Table Order):

Cary Nichols: Re-Education Deployment Society (REDS), 2 cards, 2 waves

Ron Fisher: Red Bivale Factory (RBF), 3 cards

Mike Scott: The California Connection (TCC), 1 card, 2 waves

Warren "Gor" Gossle: Sneaky, Treacherous, Annoying Bastards (STAB), 4 cards

Dave Anderson: Decaying Licentious Antequarians (DLA), 1 card

POLITBURO:

Party Chief:	Karrienko (N)	76?	REDS 8, TCC 5
KGB Head:	Doberman (L)	80+?	RBF 10+, REDS 9
Foreign Minister:	<Vacant>		
Defense Minister:	Borentodev (K)	72?	RBF 8, TCC 2
Ideology Chief:	Bungaloff (W)	60	TCC 10, REDS 7
Industry Minister:	Niewitko (D)	74s++	
Economy Minister:	Wasolin (Z)	52w+	REDS 6, RBF 5
Sport Minister:	Goferbroke (C)	74	
Candidates: IJMST		People: OPUXY	
The Wall: ABFGV		Siberia: EHQR(+)	

PHASE 5.6: REPLACEMENT: Reveal 10 IP on Z. Party Chief Karrienko promotes C to Foreign Minister, demotes L to Sports, promotes Z to KGB Head, demotes K to Industry and D to Defense, aging 5 SP to 81. I promotes by age to Economy and O promotes by age to Candidate.

PHASE 5.7: REHABILITATION: None.

PHASE 5.8: PARADE: Party Chief Karrienko waves. REDS win!

Due next are end of game statements. Shall we go again?

POLITBURO:

Party Chief:	Karrienko (N)	81?	REDS 8, TCC 5
KGB Head:	Wasolin (Z)	52+	REDS 10, RBF 5
Foreign Minister:	Goferbroke (C)	74	
Defense Minister:	Borentodev (K)	72?	RBF 8, TCC 2
Ideology Chief:	Bungaloff (W)	60	TCC 10, REDS 7
Industry Minister:	Niewitko (D)	74s++	
Economy Minister:	Mischief (I)	68	
Sport Minister:	Doberman (L)	80+?	RBF 10+, REDS 9
Candidates: JMOST		People: PUXY	
The Wall: ABFGV		Siberia: EHQR(+)	

LEGEND: s = strong, w = weak, + = sick, ++ = ill, ? = under investigation, C# = card # remains as a bribe, © = taking the Cure.

AIR BARON

"Boston"
Set-Up



The Cast

Rick Copeland
Paul Barrett

Cary Nichols
Ron Fisher?

Rudy Zodda

We'll use the pre-buy system since it worked out well last time. Everyone starts with \$7. Your initial purchase and color dethers and vote on whether we use the basic rules or the full rules will be due next time. Note that if Ron or anyone else backs out, we'll use the Eastern maps (Prepare to Play, 1). Since I have space, I include the modified House Rules.

Pbm AIR BARON Rules

The Avalon Hill © 1996 rules, will be used as published, except as modified below.

SET-UP

The Gamemaster (GM) will solicit airline names (or colors) from the players and poll

- a) Whether the Basic or Advanced Game will be played
- b) A priority list of 7 cities for initial spoke purchase.

Players start with \$3 + 1d6 and the GM will resolve the simultaneous purchases thusly:

- a. All 1st priority cities will be purchased, unless there are multiple orders for the same spoke. These will cancel out.
- b. The second choices of players whose 1st choices were canceled will be purchased if not already owned or again contested. Priority will continue down to the 7th choice after which the GM will randomly assign a spoke to be purchased.

GAME TURNS

1. The GM will resolve and publish the players' orders in the announced order, declaring a winner if need be. He may halt play if a fare war is so successful as to change the course of play considerably.

1. The GM will determine and publish the player turn order for the Game Turn and will publish the fare chit draws.

2. The players will notify the GM:

- a) whether they will go into or come out of Fare Wars
- b) whether they will take or pay off a loan
- c) what their one action for the turn will be (this should be a priority list conditional on earlier players' purchase or actions)



HISTORY OF THE WORLD

"PRIAM"

Set-Up



The Cast

Rudy Zodda
Paul Zieske

Wayne Morrison
Kevin Wilson

Dave Anderson

We have room for one or two more. If we get seven players, the 7th player will play Sumeria. We'll be using the AH (aka 1st edition) Rules.

BOARD:

W: 2A,C,F @ LTI If Fortress option fails, set up is 2A,C,f @ LTI, 1A @ Zag

Due next are your votes on the following optional rules, your color druthers, and your initial orders if you are Egypt or Sumeria. Your cards are listed below

- Preservation of Culture (Rule 11.2)
 - Fortresses (Rule 11.3)
 - Persistence of Culture from *THE GENERAL*, 30, #3, pp 54-55.
 - US Navy: Give the US navigation in either the Atlantic or Pacific Oceans (player's choice of which) as well as the Caribbean.
 - Epoch VIII: Two variants are available:
 - Bruce McFarlane, "The Eighth Epoch", *The Canadian Wargamers Journal*, #42, pp 22-23.
 - Marcello Missiroli, *Modern History of the World*
<http://www.treemne.org/labirinto/pandora/mhotw/MHotW-English.html>
- 8 "Advanced History of the World", *Declination*, 2, #3, pp 1-3.



Sakurai/Westdeutsche Allgemeine Zeitung/Essen,
Germany
Cartoonists & Writers Syndicate



The Cast (in Tiebreak Order)

GENOA (Copeland): \$40, 1C, 2K
 PARIS (Frueh): \$40, 1C, 2K
 BARCELONA (Buttla): \$38, 1C, 2K
 VENICE (Hanna): \$37, 1C, 2K

0.7: TOKEN BID PHASE

G bids 18t. P bids 17t. V bids 16t. B bids 11t.

1.3: CARD PLAY PHASE

G plays "Wool" to no effect.

The Cast (in Turn 1 Order)

BARCELONA (Buttla): \$27, 1C, 2K, 11t
 VENICE (Hanna): \$21, 1C, 2K, 16t
 PARIS (Frueh): \$23, 1C, 2K, 17t
 GENOA (Copeland): \$22, 1C, 1K, 18t

THE BOARD:

B: C @ BAR.
 G: C @ GEN.
 P: C @ PAR.
 V: C @ VEN.

Due next time are orders for Purchase through Expansion Phases.

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token

See website for transcript and map.



Source of the Nile

Turn 19



The Cast:

Dan Farrow (dropped)
 Ron Fisher (dropped?)
 Don Chinnery

Jason Bargender
 Andrew York
 D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13.

Positions still available for fearless explorers. Contact Alan Bargender if interested.

ON DECK



1830: Frueh, Zodda, Zieske

1835: Hanna, Zieske

1858: Hanna, Frueh, Zieske

1870: Zieske, Hanna, Frueh

AIR BARON: R Fisher, Copeland, Zodda, Barrett, Zodda

BLACKBEARD: Zodda

BRITANNIA: Zieske

COLONIAL DIPLOMACY: Copeland, Nichols, Anderson, Boyum; need 3 more.

GUNSLINGER: Scott, Fowble, R Fisher; need 4 more

HISTORY OF THE WORLD: Zodda, Anderson, Wilson, Zieske

JUNTA: Copeland, Dave A, Hanna

KINGMAKER: R Fisher, Shacklett

KREMLIN: Zodda, Scott, Anderson, Barrett

MACHIAVELLI (Gunboat): Have 3.

MAGIC REALM: Butitta, Deb A

MAHARAJA: Hanna, Zodda

MERCHANT OF VENUS: R Fisher, Deb A, Khaoz

RUSSIAN CIVIL WAR: O'Hara? Scott

SETTLERS of CATAN: K Wilson, Copeland, Zieske

SILVERTON: Zieske, Deb A

WIZARD'S QUEST: A&J Bargender, Farrow, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 IN OR S), AFTER THE HOLOCAUST (*GM Fowble), GODSFIRE, KAMAKURA, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI.

* Offered by guest GM, when space is available.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 9 JAN 04

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. **BORIS** is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". **BORIS** can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the **BORIS** Website at:
<http://hometown.aol.com/prbolduc/boris/borishome.htm>



STELLAR CONQUEST

William T. Riker: Due soon are Turn 39 combat and adjustments to movement orders for Turn 40. Please expedite your orders.

"Kurzon Dax". Orders for Production 4 and Turns 5-8 and are due soonest.

BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

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FIRST CLASS